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Miller, Katharine, 1979– Robot of Leisure, Boris / Katharine Miller.

Contents

Introduction

Chapter One: Boris and the Open House

It is the first open house for Zükünfthaus and Boris gets the opportunity to show off his skills for hordes of potential homebuyers. As Boris prepares for the festivities, he is frequently distracted by his own enjoyment of his tasks. When the day doesn't go as planned, Boris copes with dashed expectations and uncertainty for the future.

Chapter Two: Boris Makes a Friend

Boris adjusts to his new life by indulging in the leisure activities available to him around Zükünfthaus. After days of swimming, dancing, and playing games, Boris finds there are only so much fun a robot can have by himself. He ventures out of the house in search of playmates and stumbles upon an unlikely kindred spirit during a rainstorm.

Chapter Three: Boris Gets a Visitor

As Boris settles in with his sock puppet sidekick Beryl, the mysterious appearance of a parcel threatens to unsettle the peaceful atmosphere of Zükünfthaus. Boris is introduced to Nigel the automated butler, and with him comes confusion and misunderstanding. Will Boris

compromise his freedom for friendship?

Chapter Four: Boris Meets His Maker

It's not all fun and games as Boris and the gang embark on a road trip to the Glomco laboratories to meet Boris's creator, Dr. Otto von Wrinkelbrau. Boris must face the realities of a world that's passed him by and consider his future.

Chapter Five: Boris vs. the Future

Through a series of dream sequences, Boris imagines possible scenarios for his future, each more disturbing than the next. Eventually, with Nigel's help, Boris faces the reality of the future and embraces the potential.

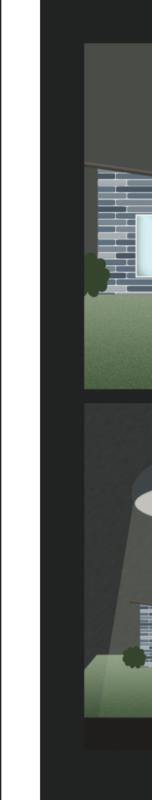
About Katharine!

Introduction

Meet Boris—a gentle robot equipped with curiosity, ingenuity, and the ability to mix the perfect martini. Designed as an integral part of a "house of the future" known as Zükünfthaus, this recreation specialist finds his programming insufficient when the future is different than expected. Boris distracts himself from anxieties through dancing, cocktails, costumes, pillow fights and road trips. As a servant programmed to assist in leisure tasks like party planning, Boris needs a certain amount of sentience to sense and anticipate human needs...he needs to be able to refresh a drink or liven up a dull party without command. Even when faced with disappointment, Boris remains true to his instincts. He isn't interested in revenge or world domination. He just wants to invite you over to drink cocktails and watch The Pink Panther movies. Set in our post-atomic age, BORIS: ROBOT OF LEISURE reflects the reality of the early 21st century—society has abandoned space-age novelties like robot helpers and fully automated homes, leaving Boris and his Zükünfthaus as relics from an unrealized future. The world of The Jetsons never came to pass. But then, Boris has more fun than their maid Rosie ever did. BORIS: ROBOT OF LEISURE merges past, present and future in a nostalgic tale full of innocence and imagination. The story began as a series in 2010, with each installment focused on a

singular challenge and resolution including dashed expectations, loneliness, interpersonal conflict and purpose in life. The dark themes of the story are offset by absurd and whimsical situations.





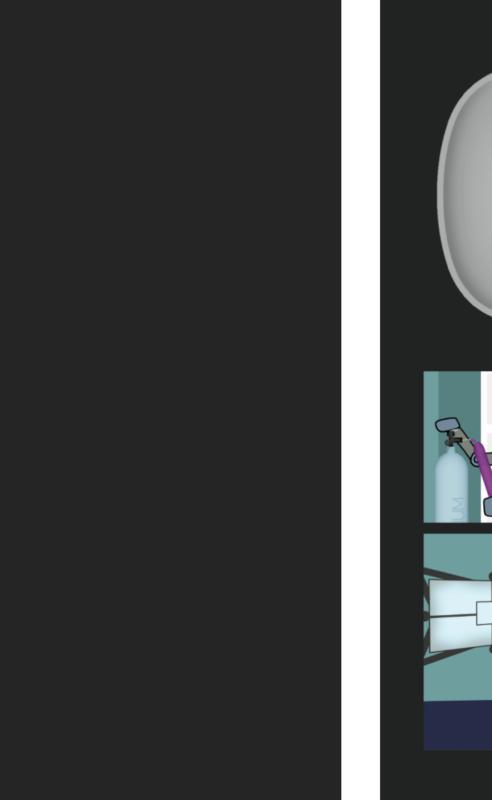


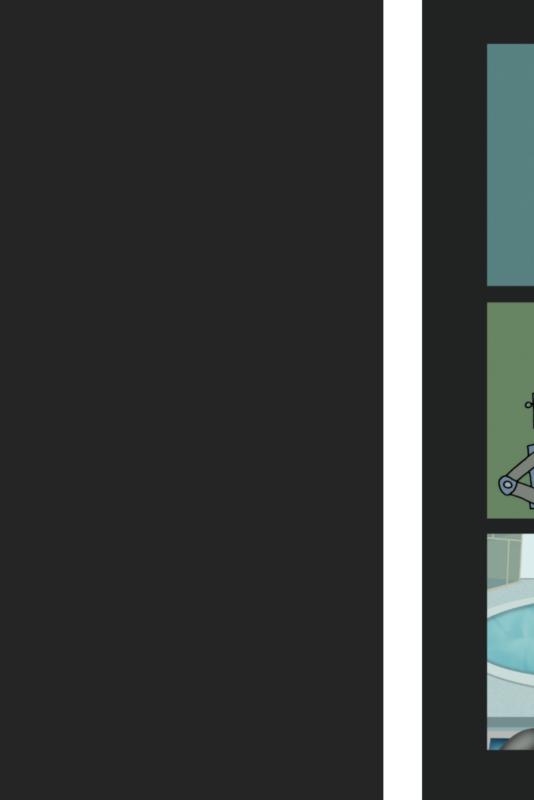
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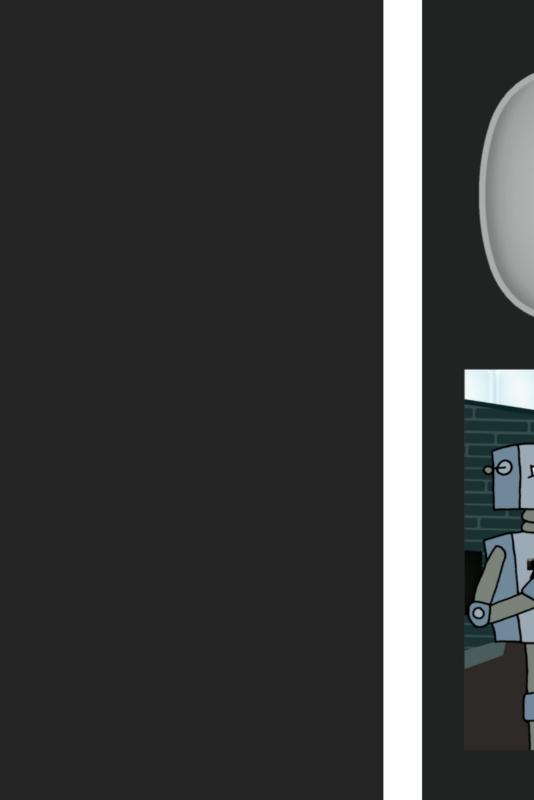


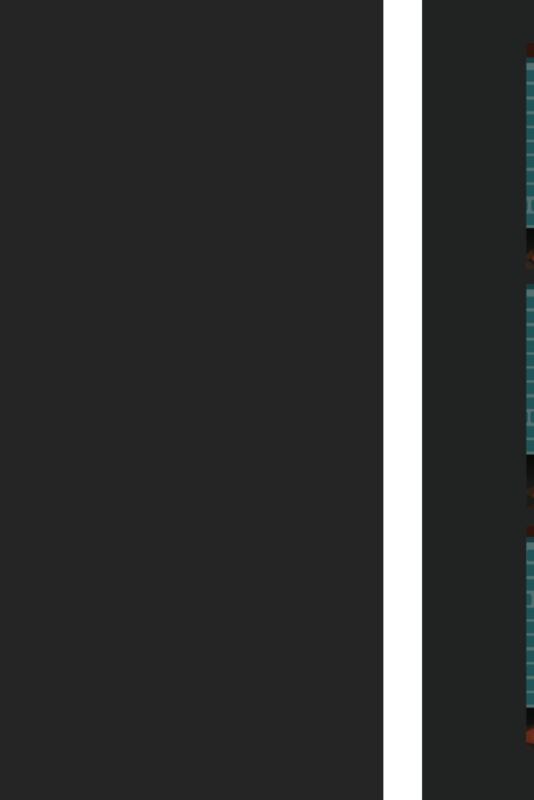


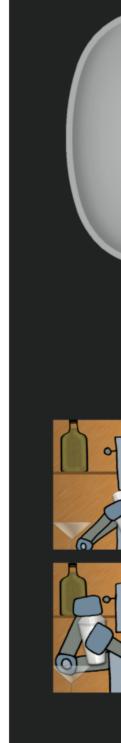




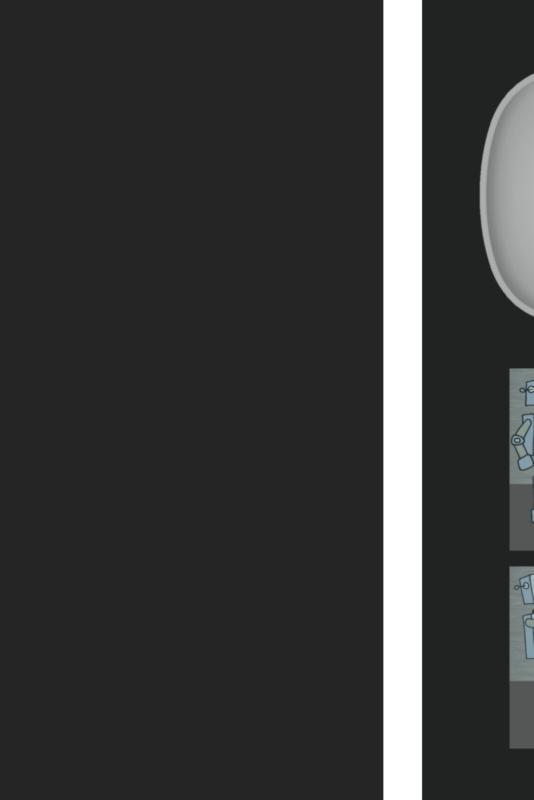


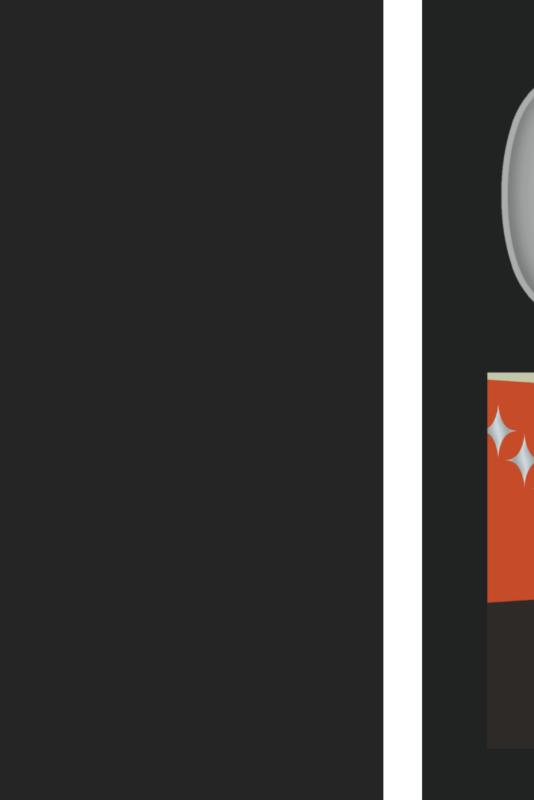


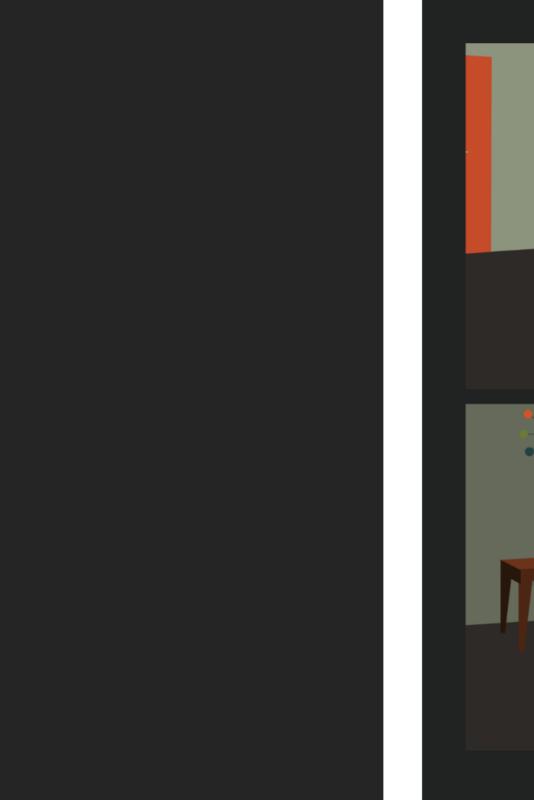




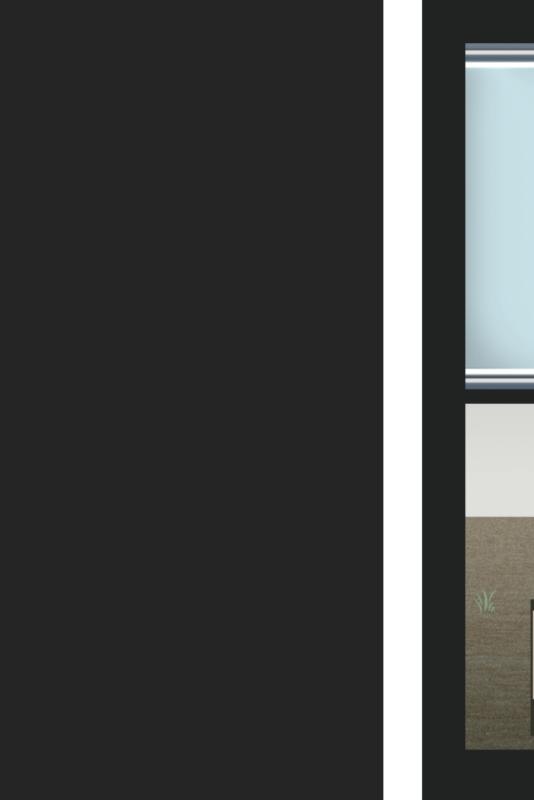


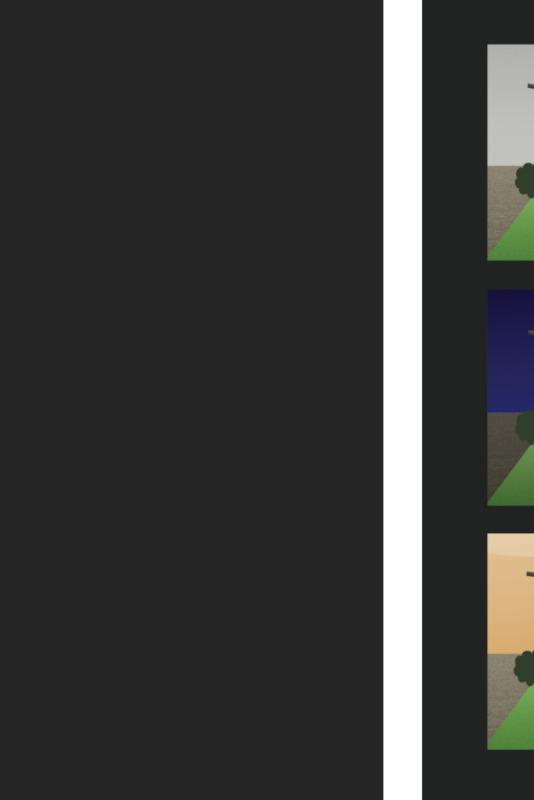




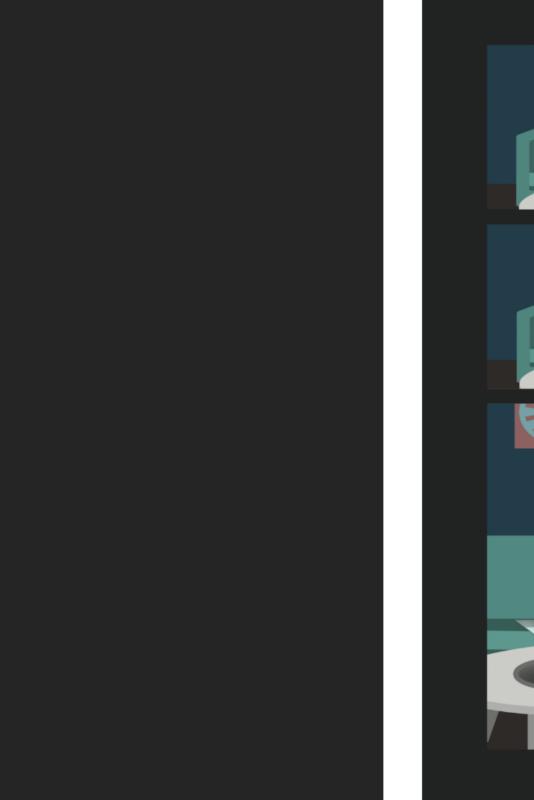




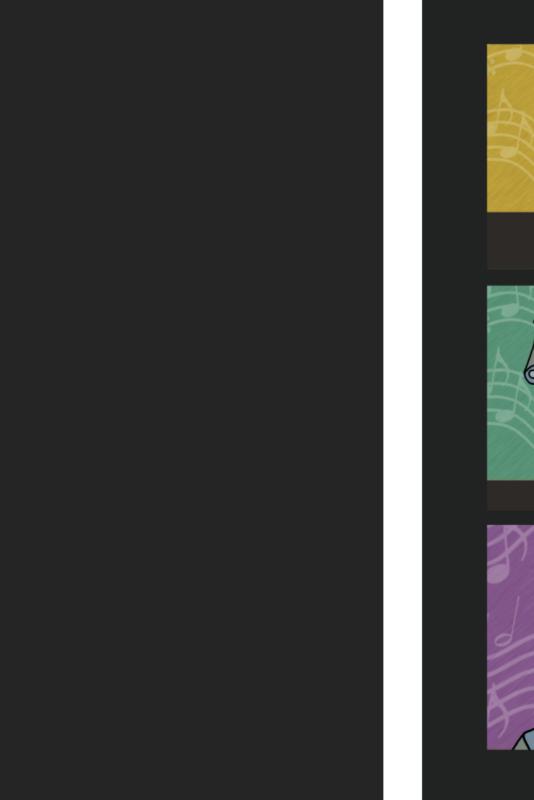








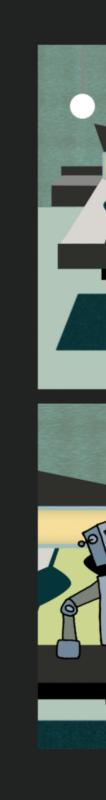










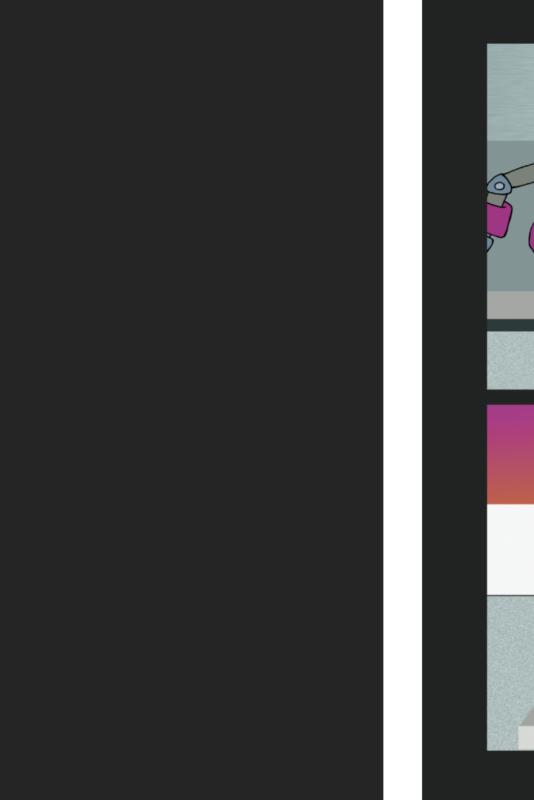






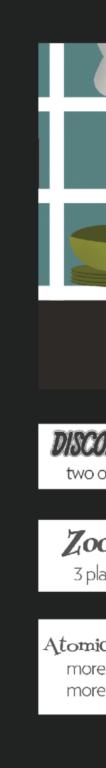






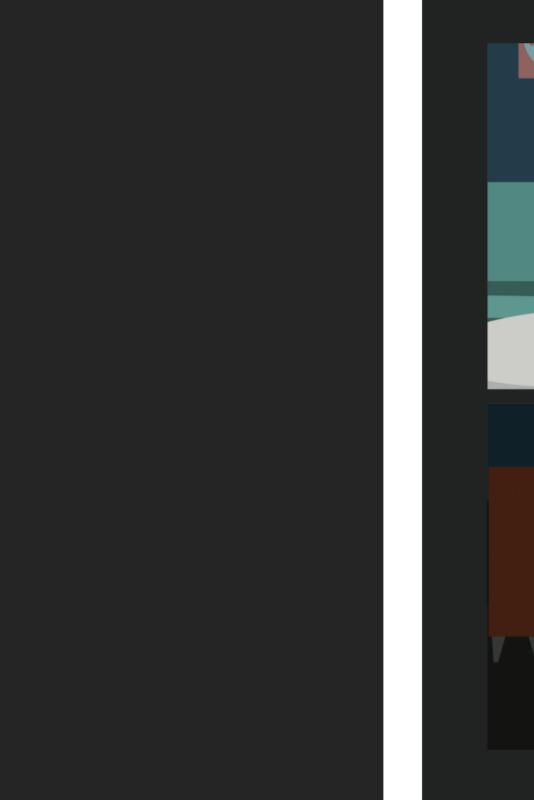


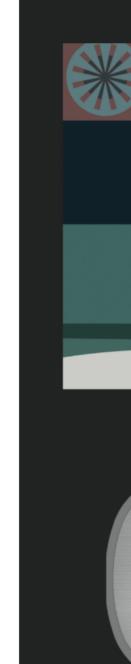




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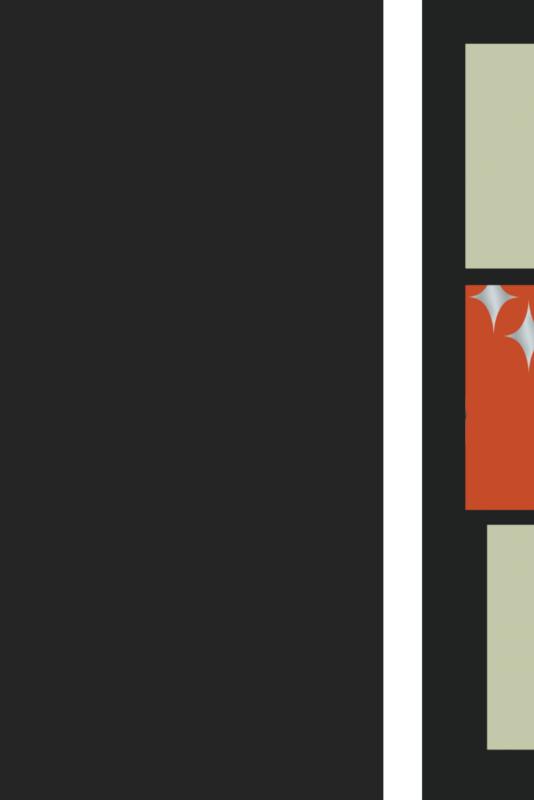


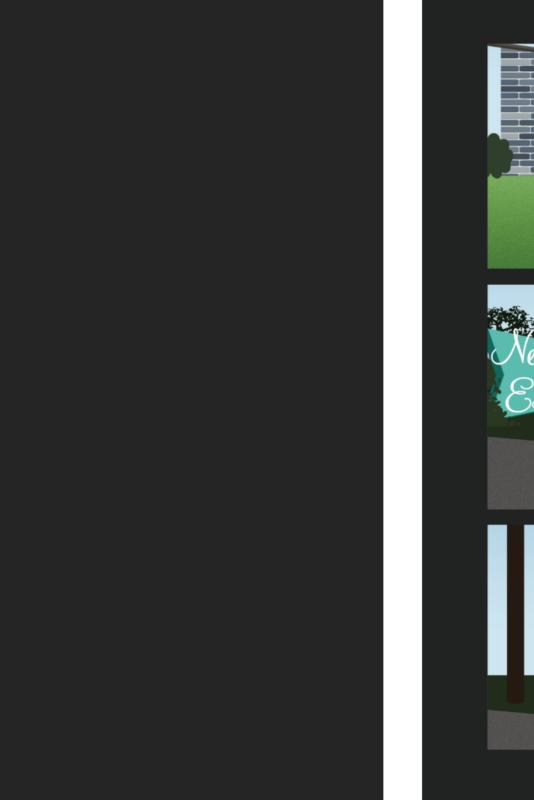






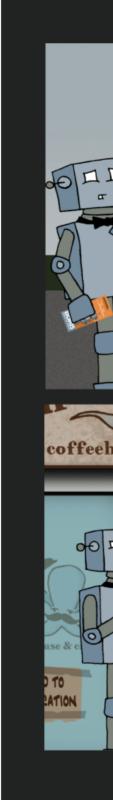


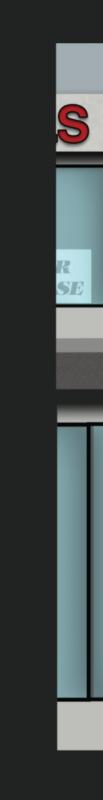








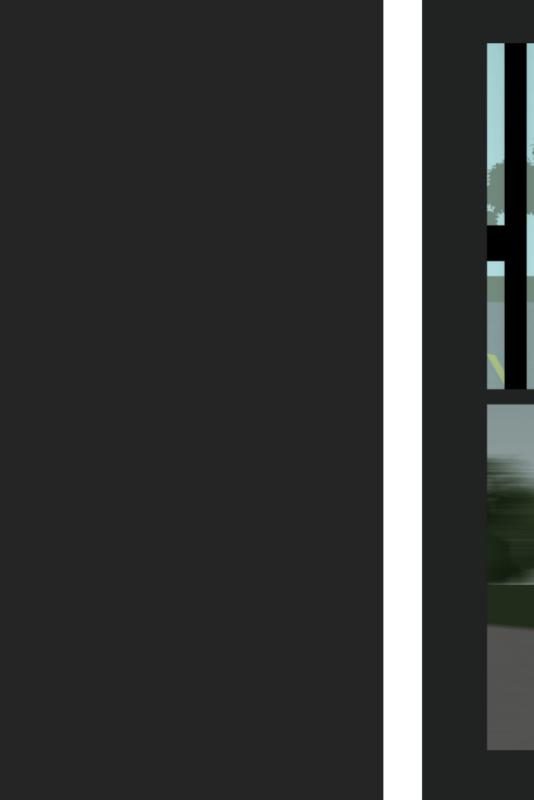






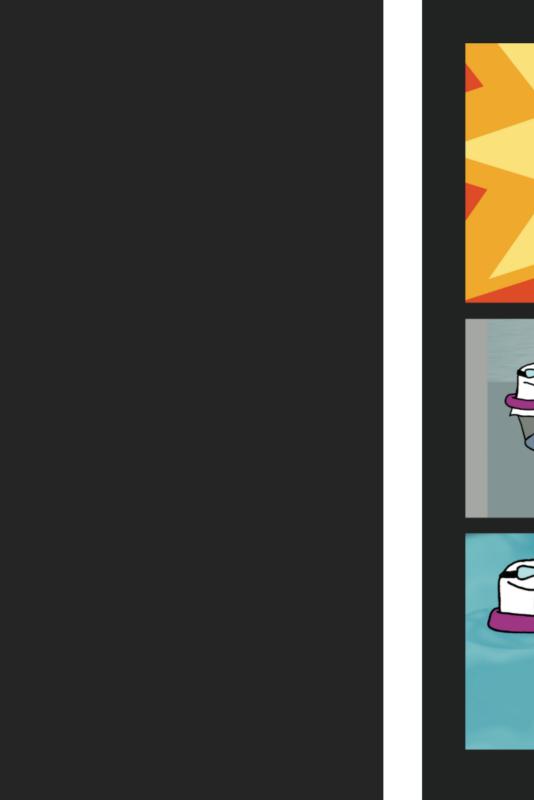


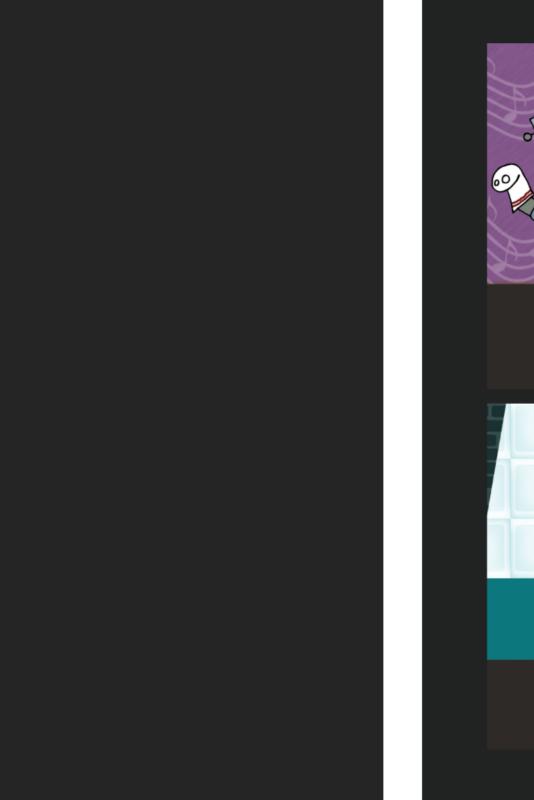


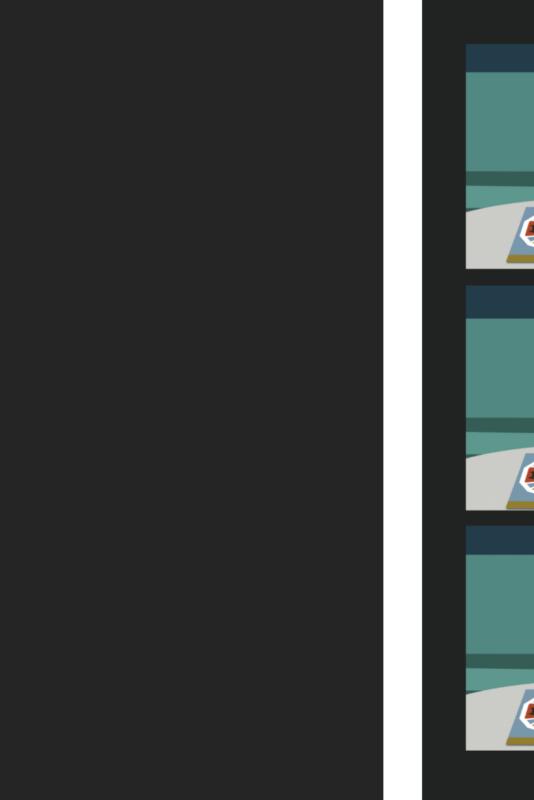


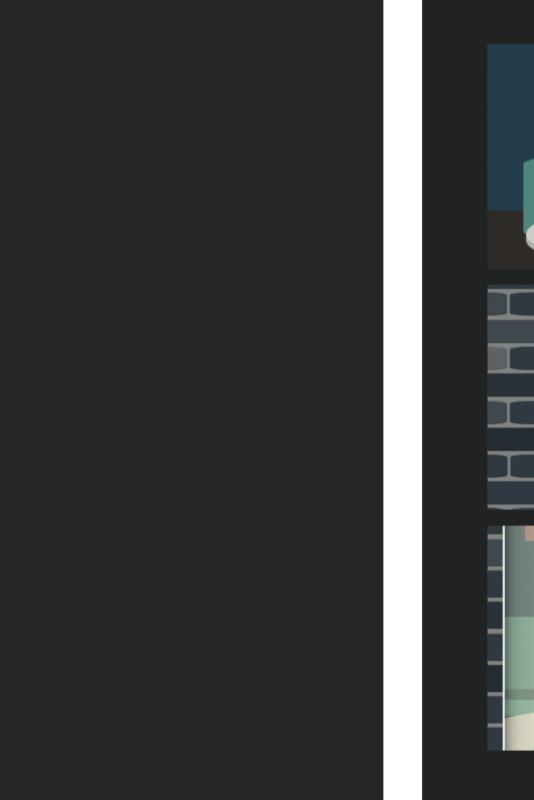


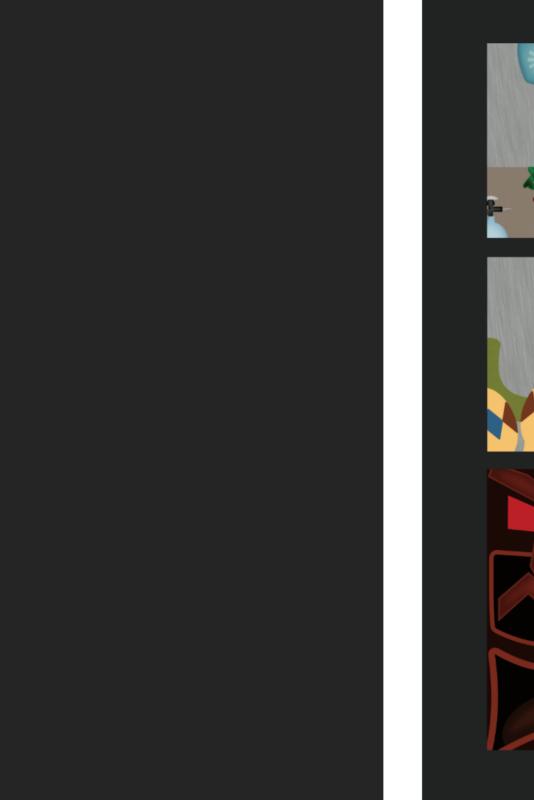




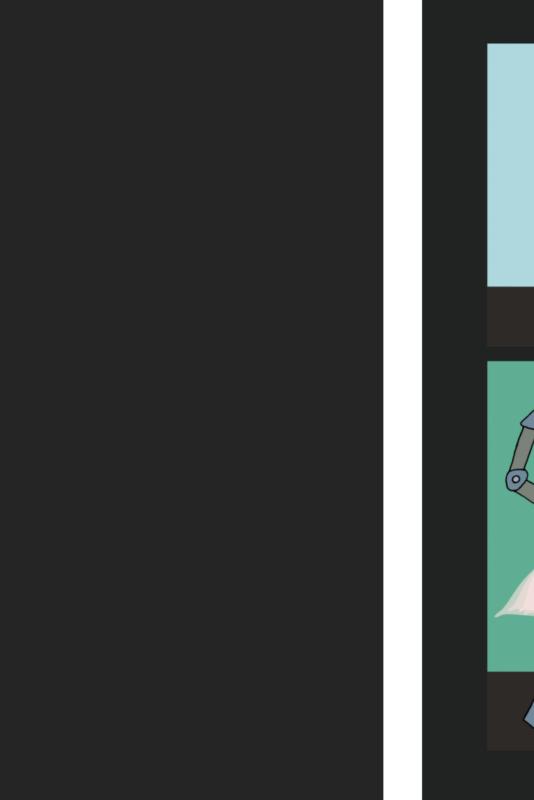




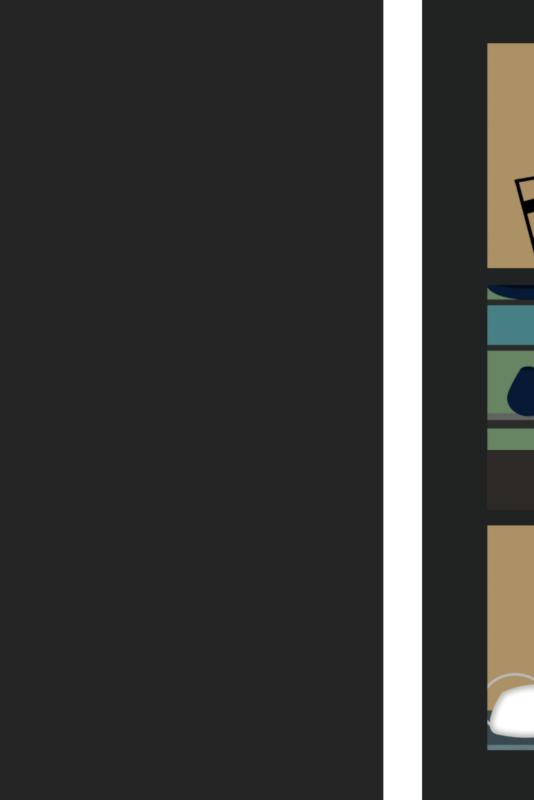






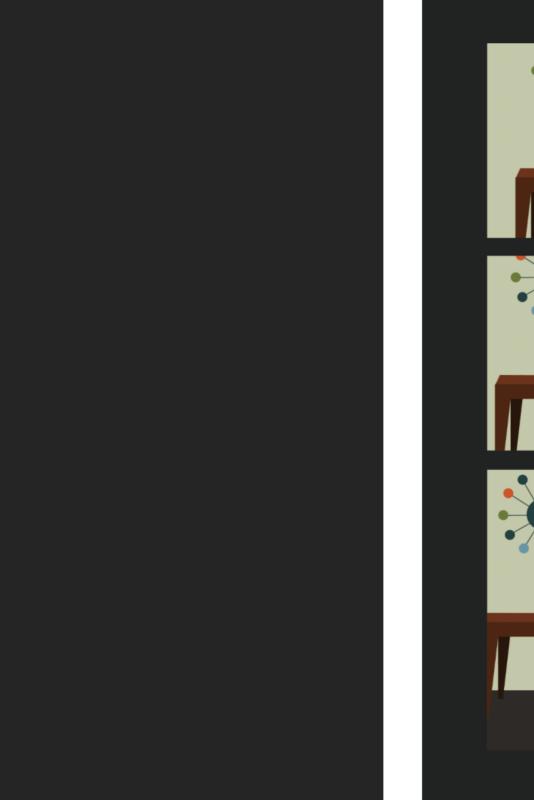
























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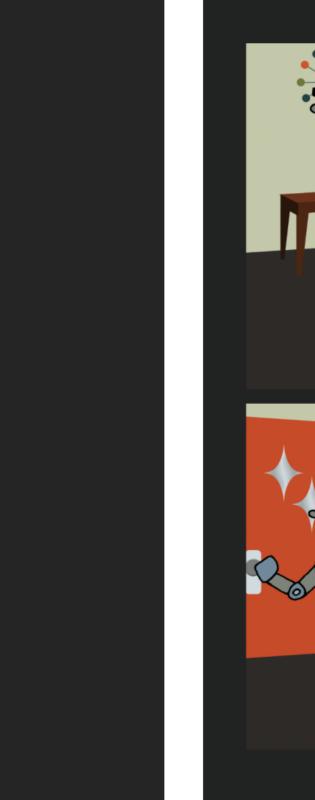


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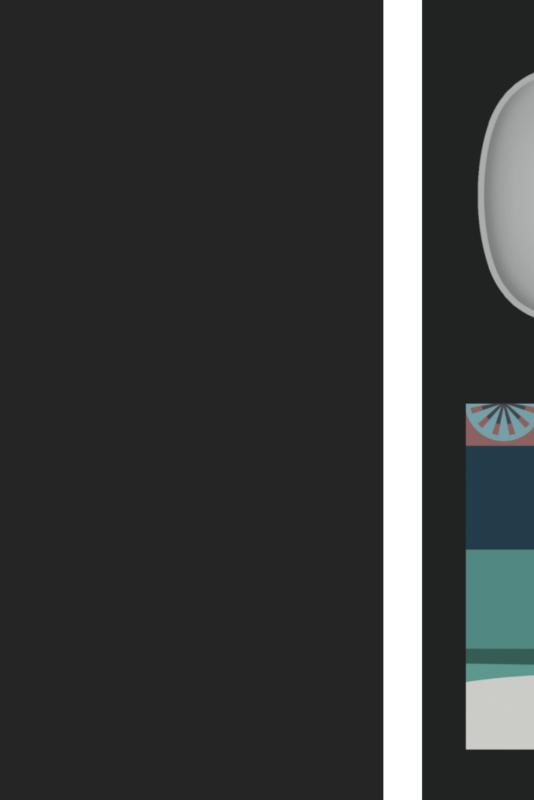






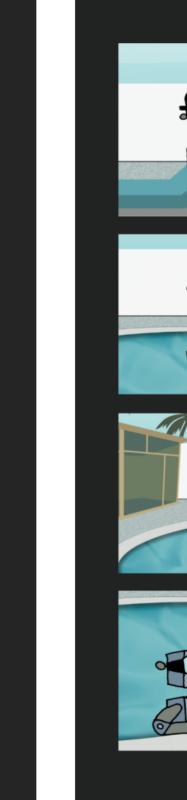












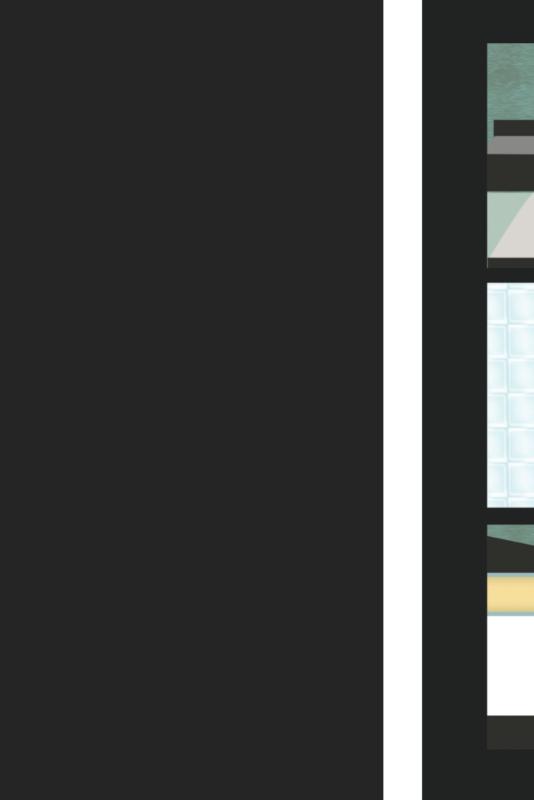


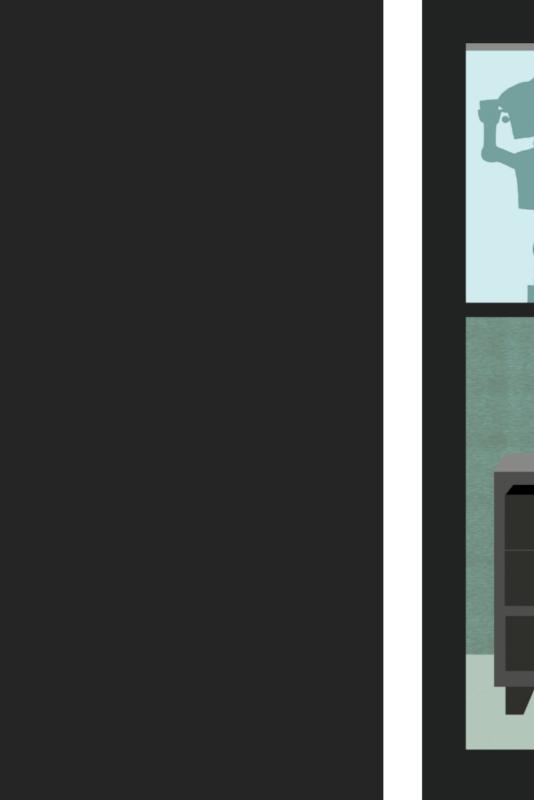


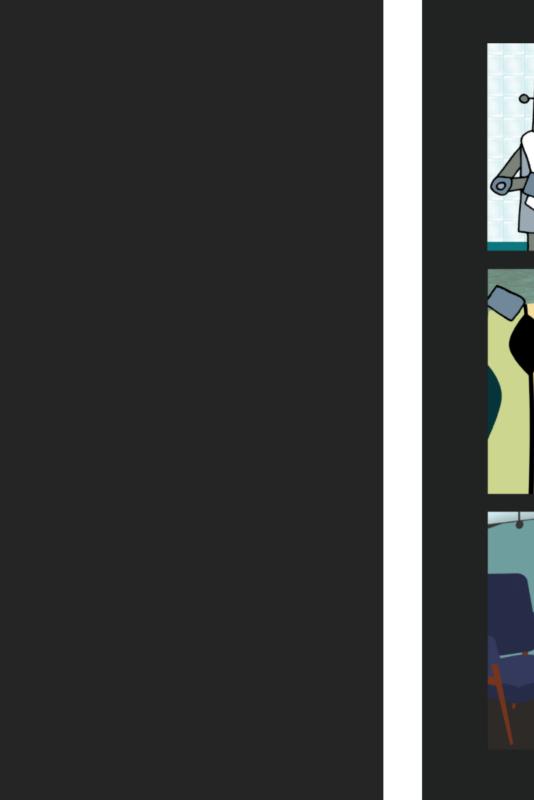


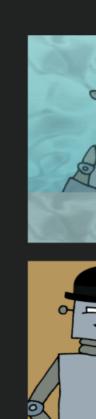






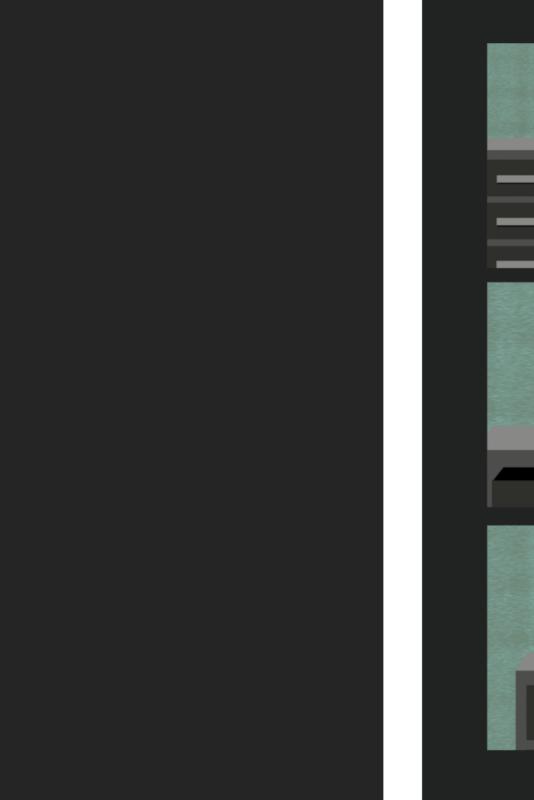


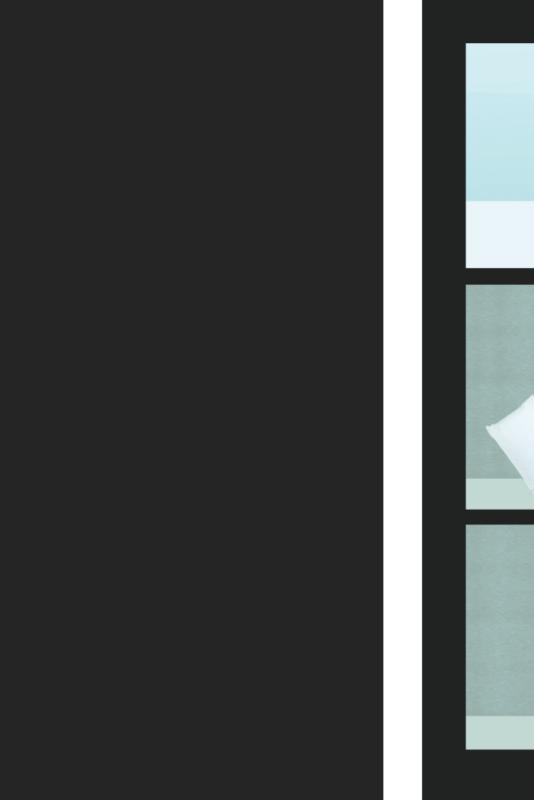


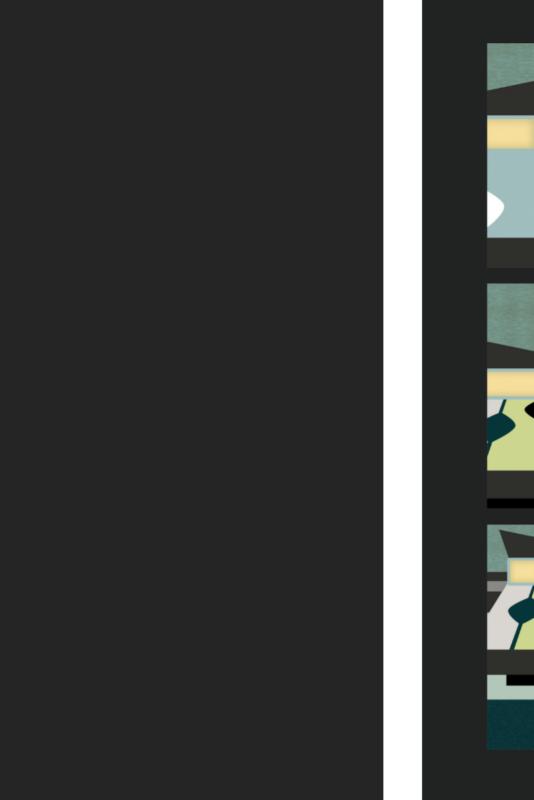






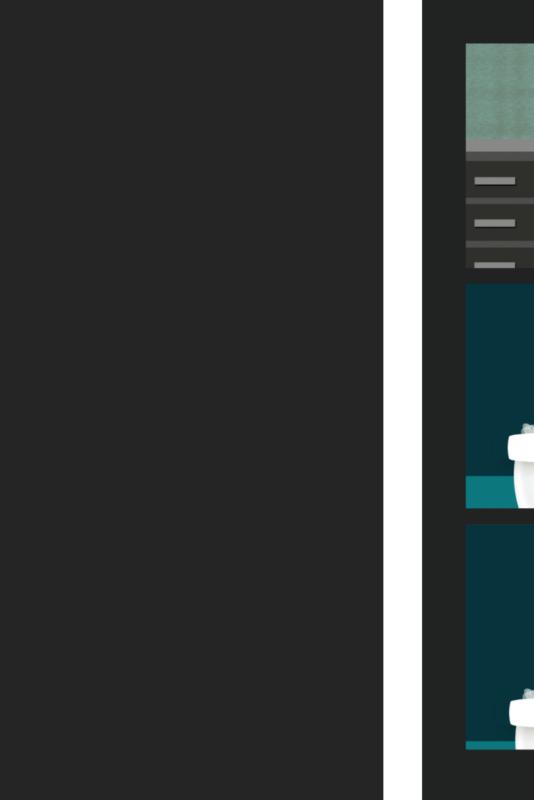




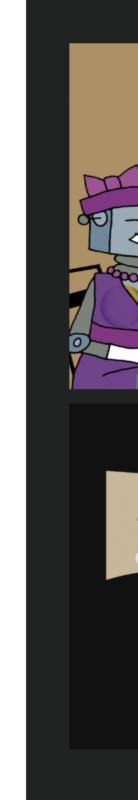


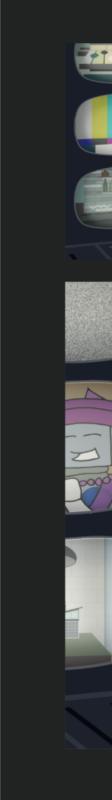




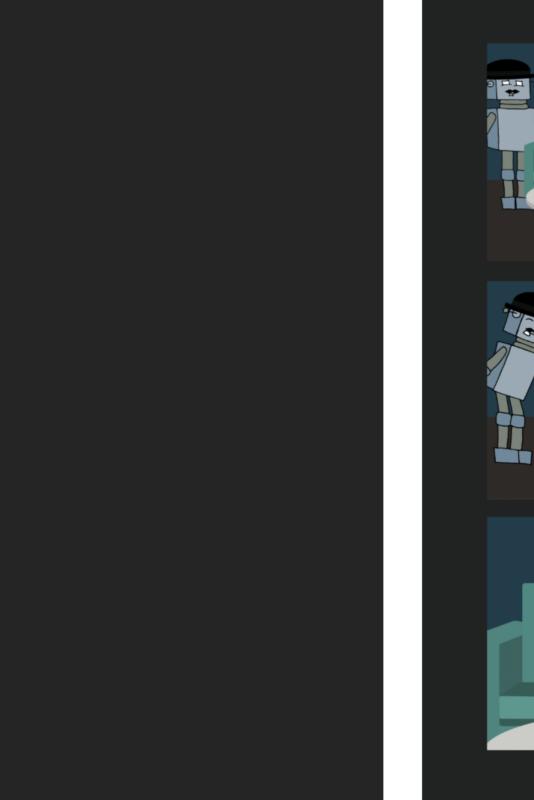










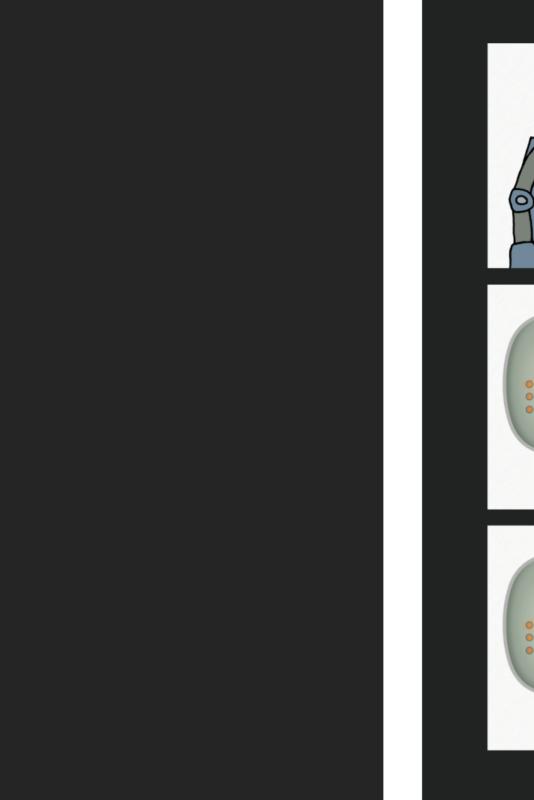




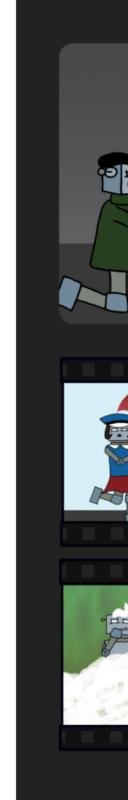


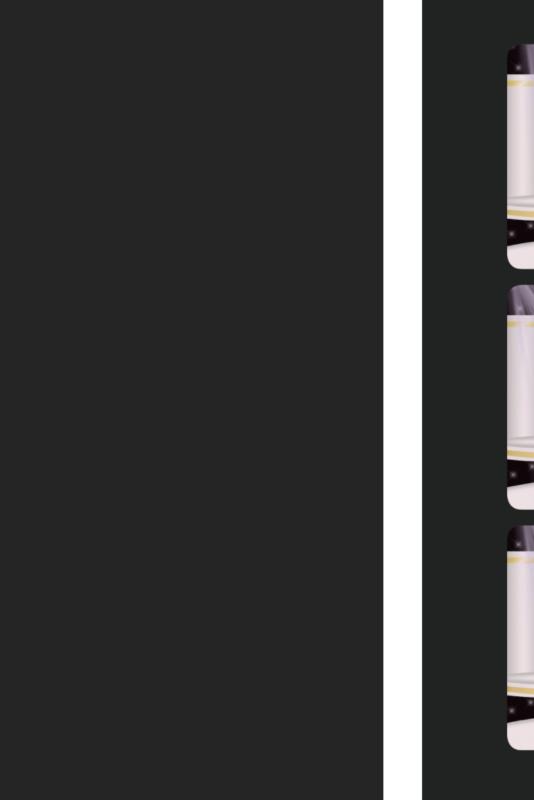


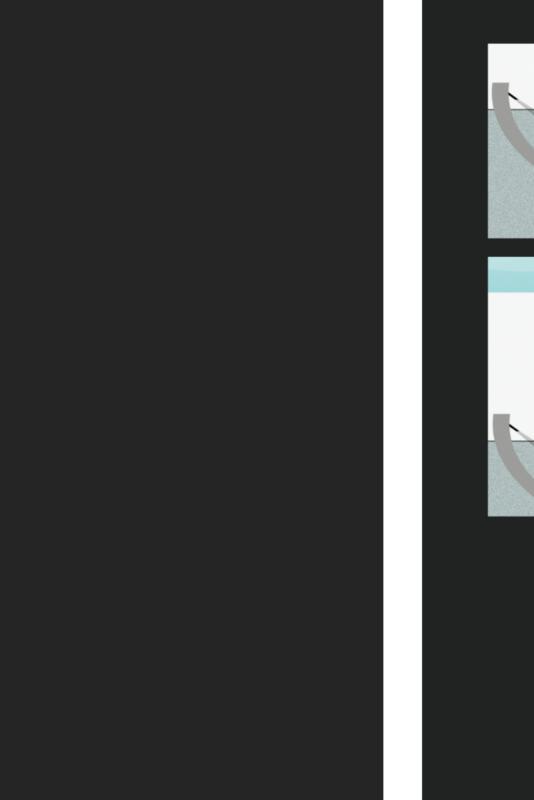




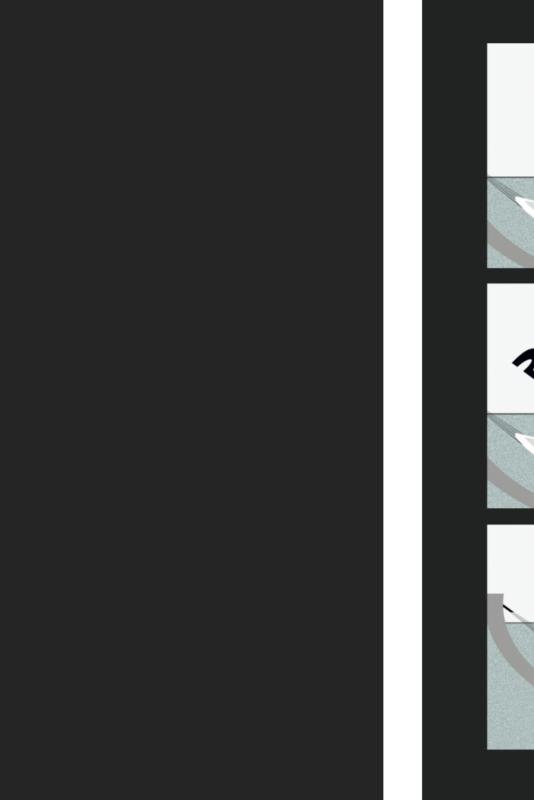
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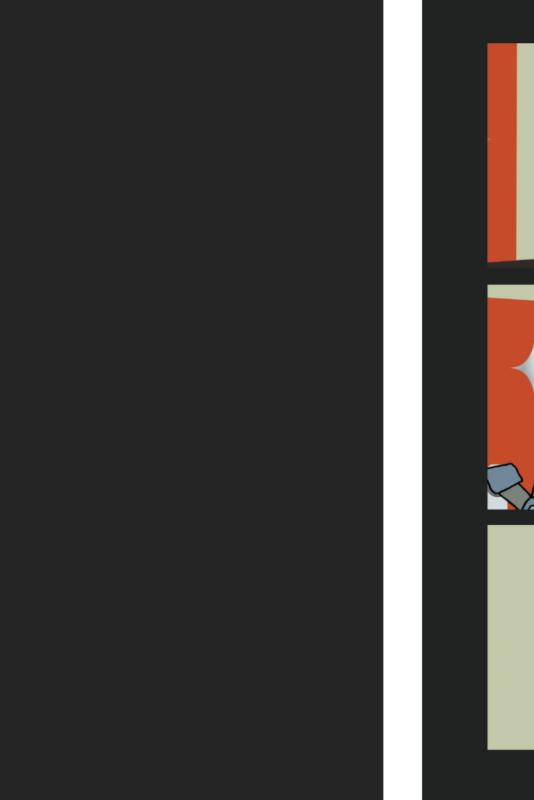
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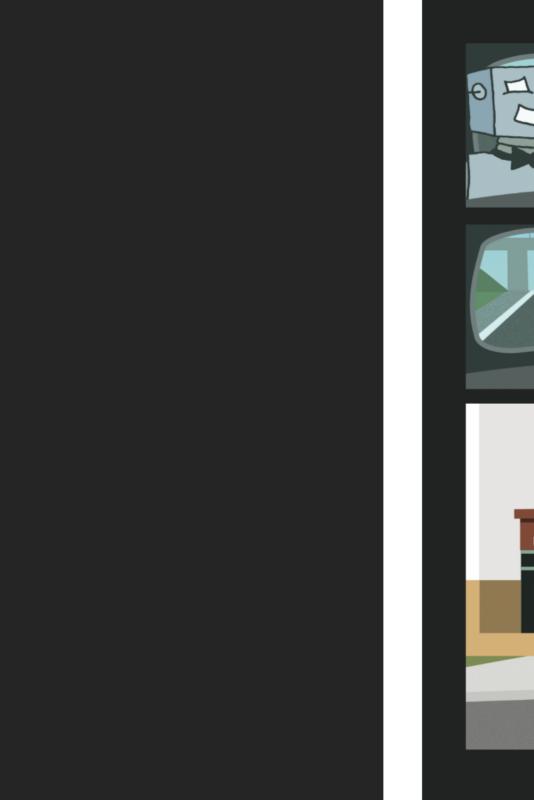






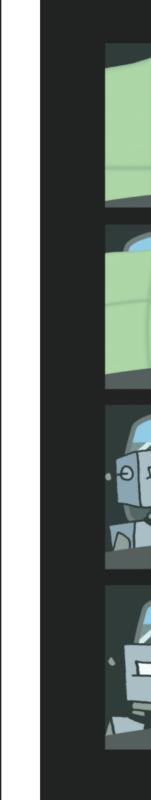


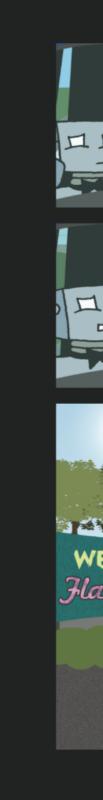


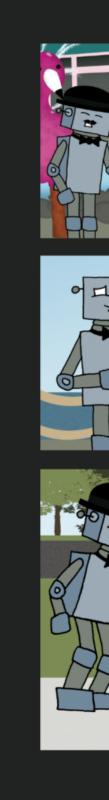






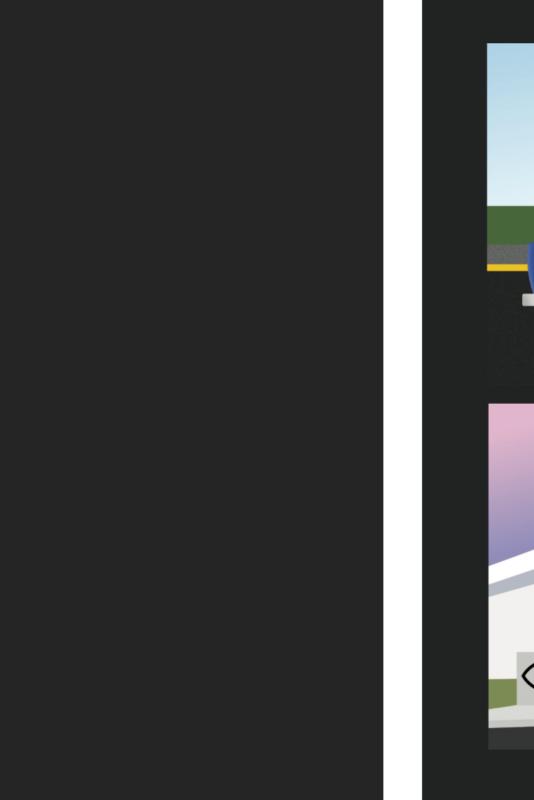




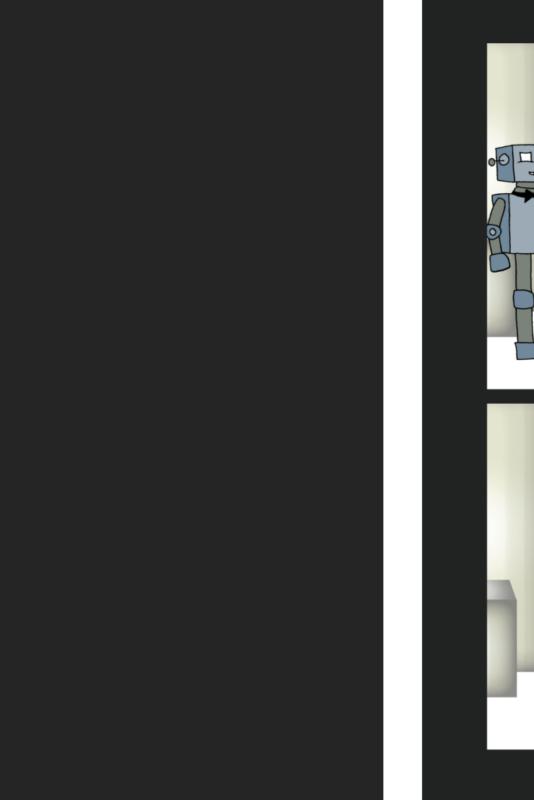




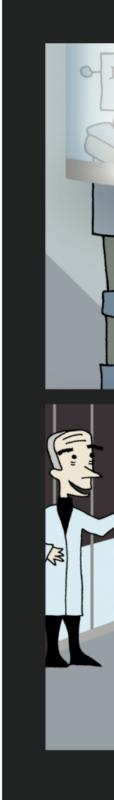


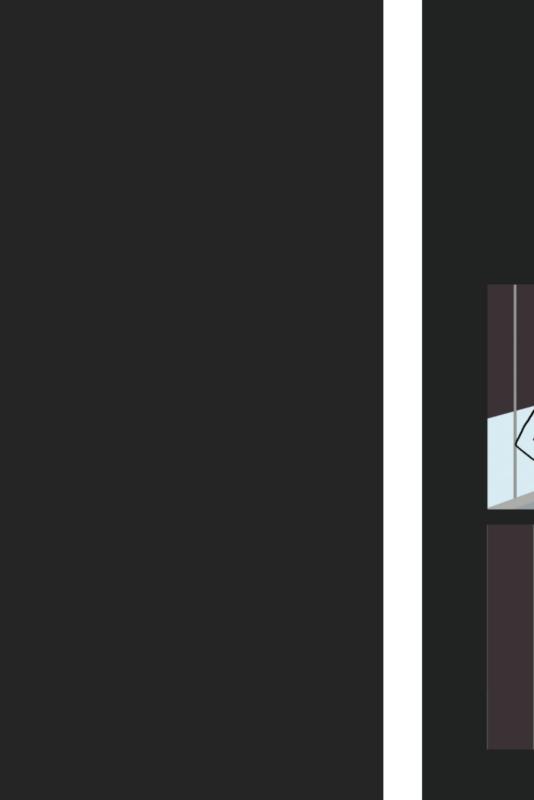


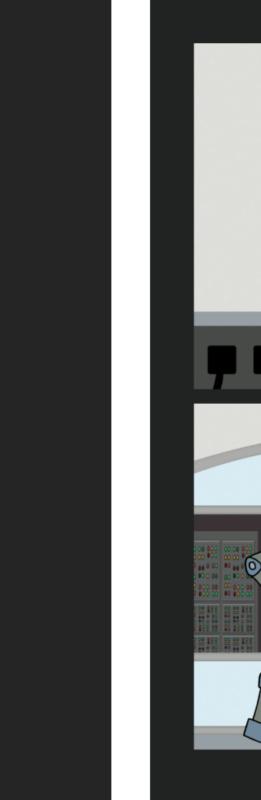




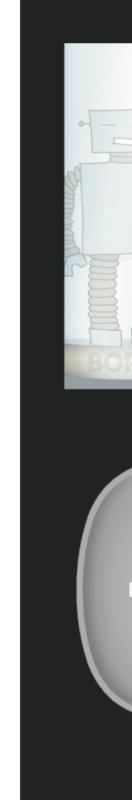














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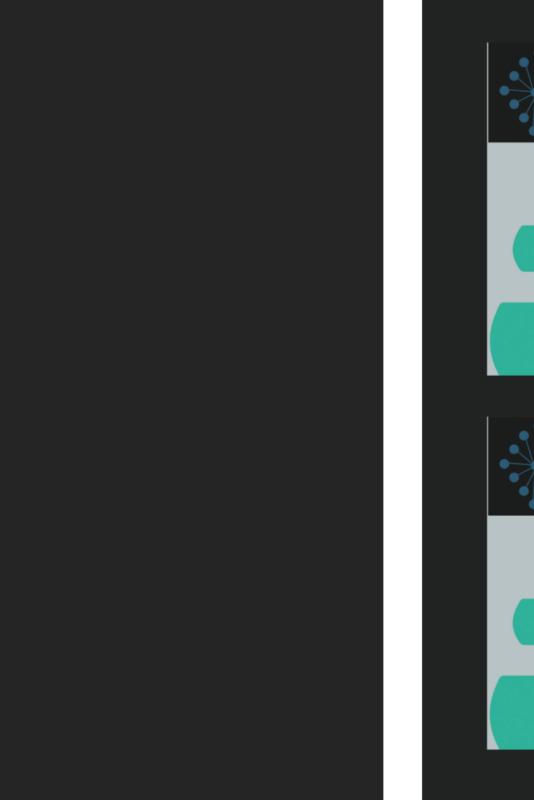
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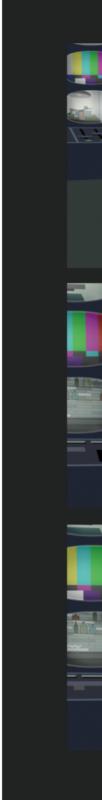












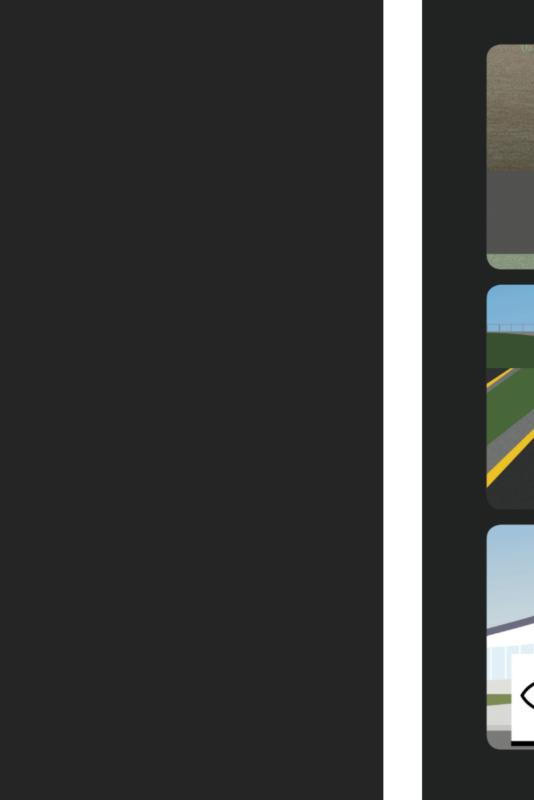














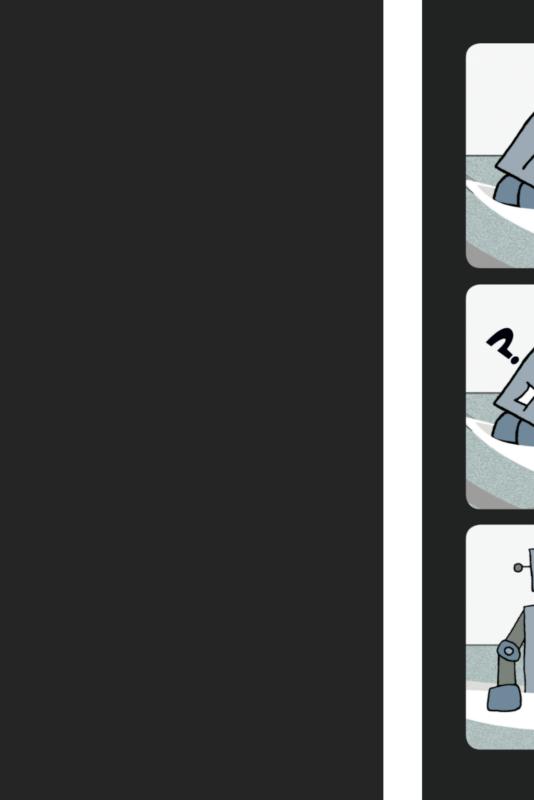












FROM THE

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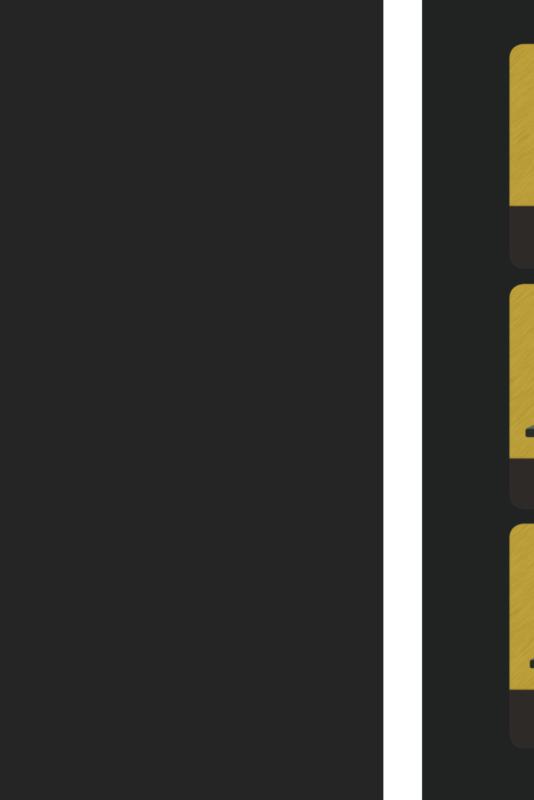
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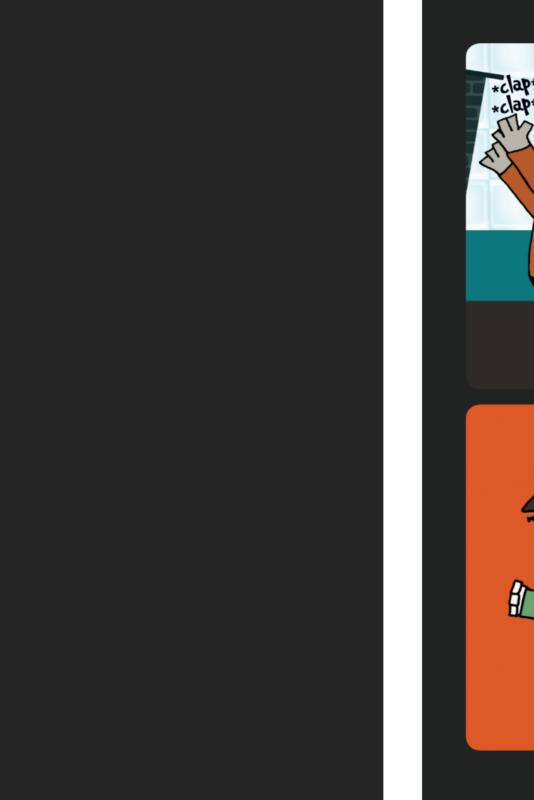


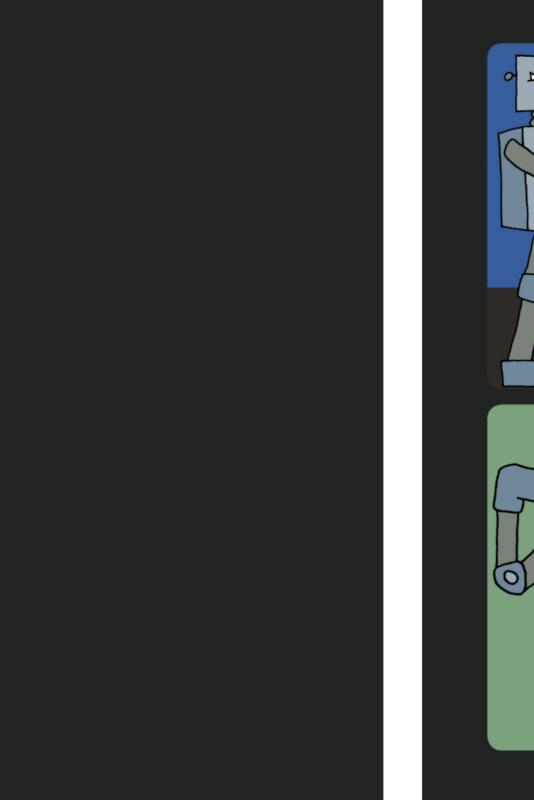


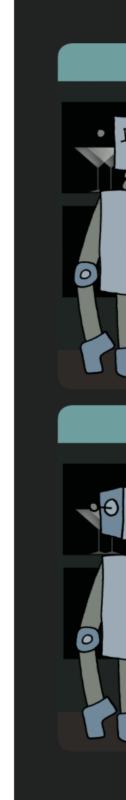
























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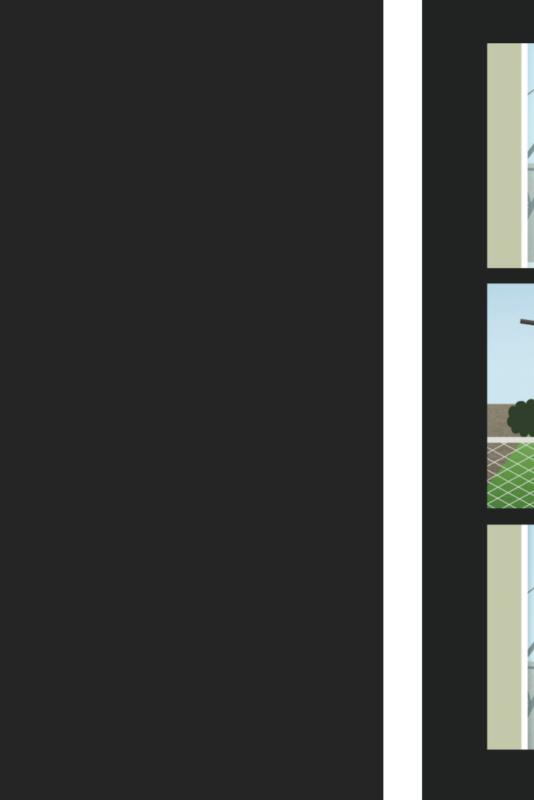






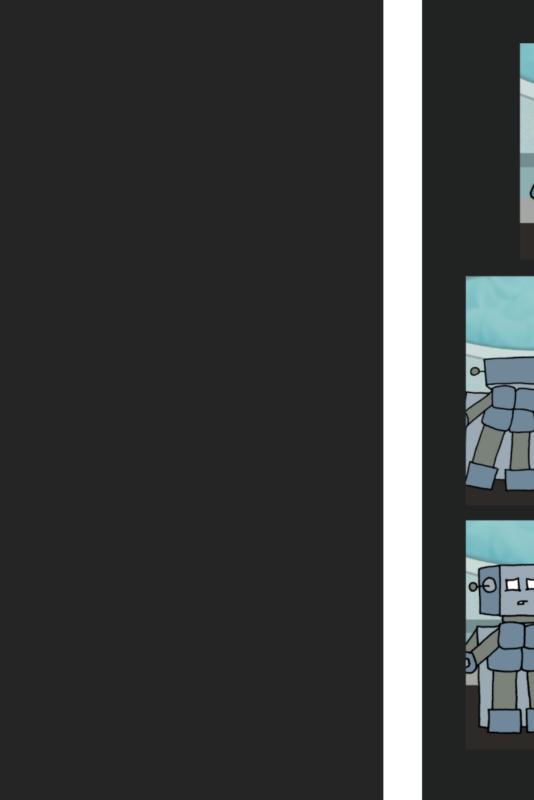






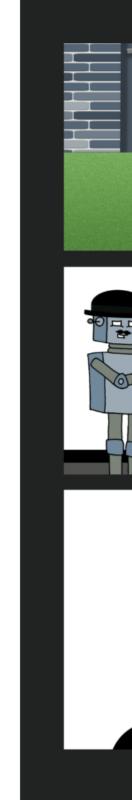


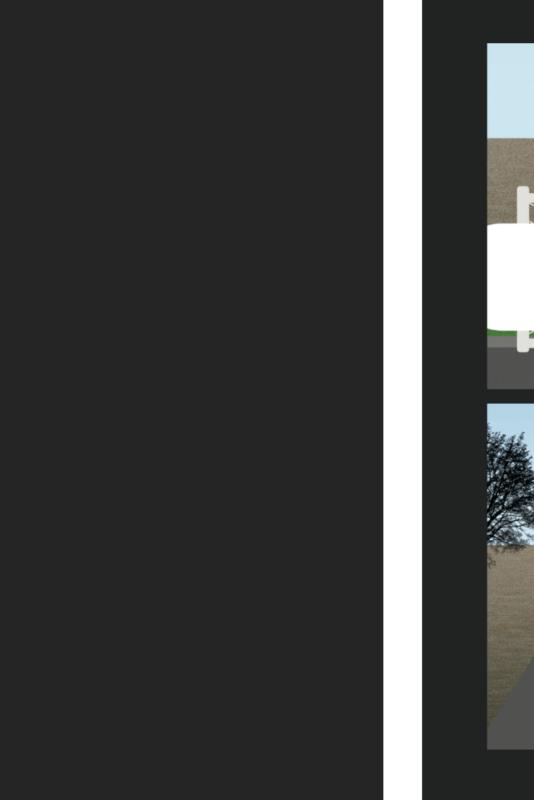




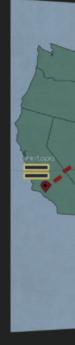


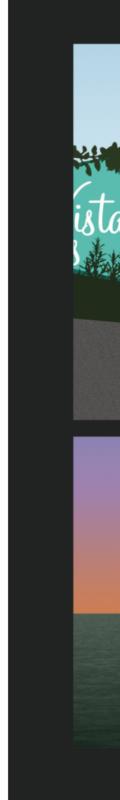












About Katharine!

Katharine is the author of *The Curable Romantic:*Advice for the Romance-Impaired, the best-selling 30
Failures by Age 30, and the author-illustrator of BORIS:
Robot of Leisure. Katharine also an artist and graphic designer specializing in low-brow pop art inspired by 20th century popular culture. Katharine's paintings, part of her Robot of Leisure series, have been exhibited in galleries and public spaces across North America. View more of her work at thatkatharine.com.